

Fig. 1
PRIOR ART

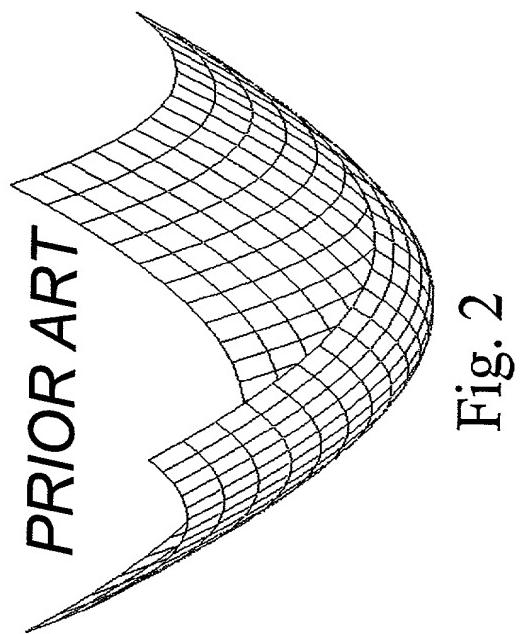


Fig. 2

PRIOR ART

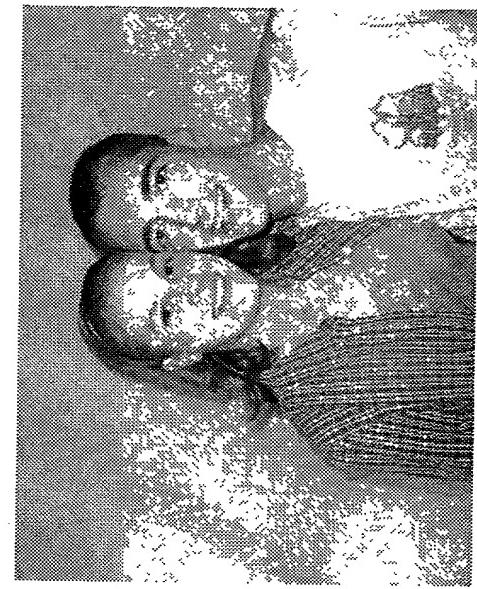


Fig. 3B

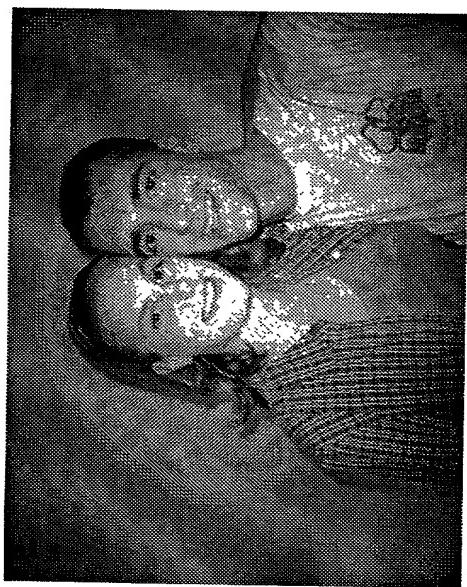


Fig. 3A

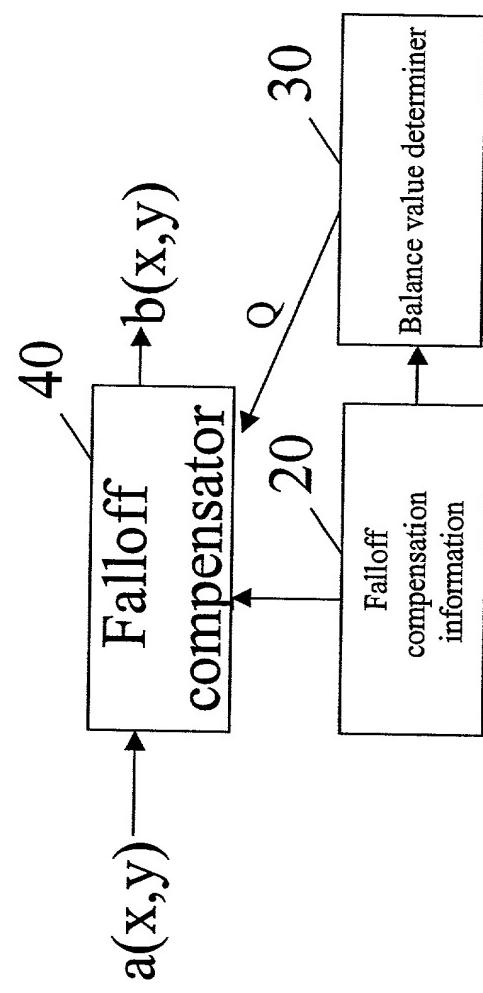
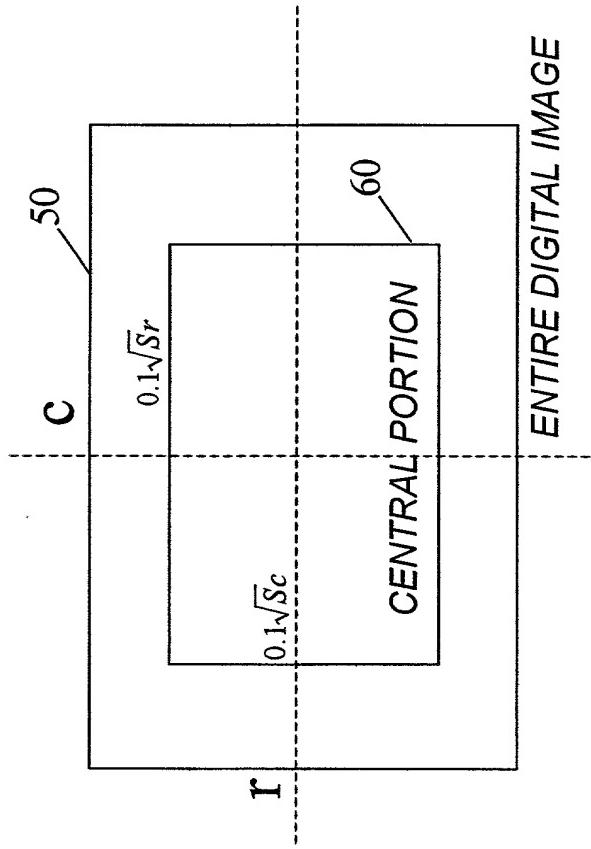


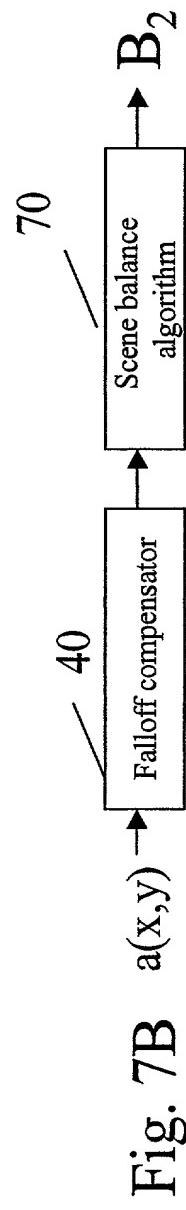
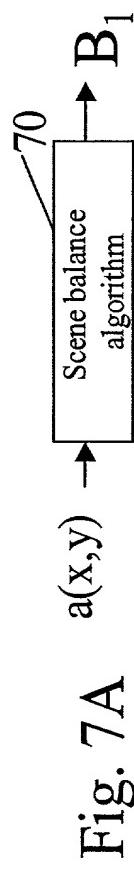
Fig. 4

image scene if scene is stored in and does not need to be read from memory



ENTIRE DIGITAL IMAGE

Fig. 5



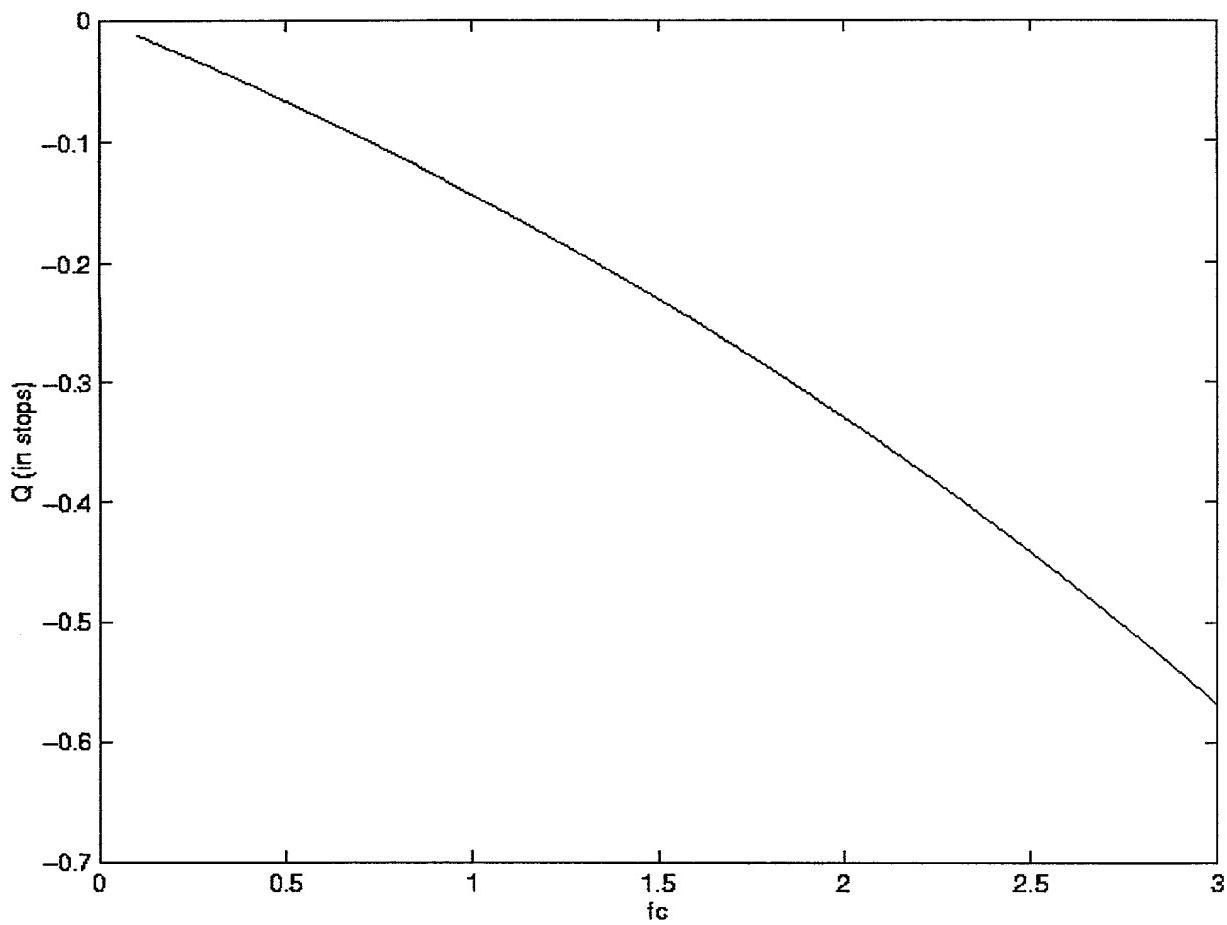


FIG. 6

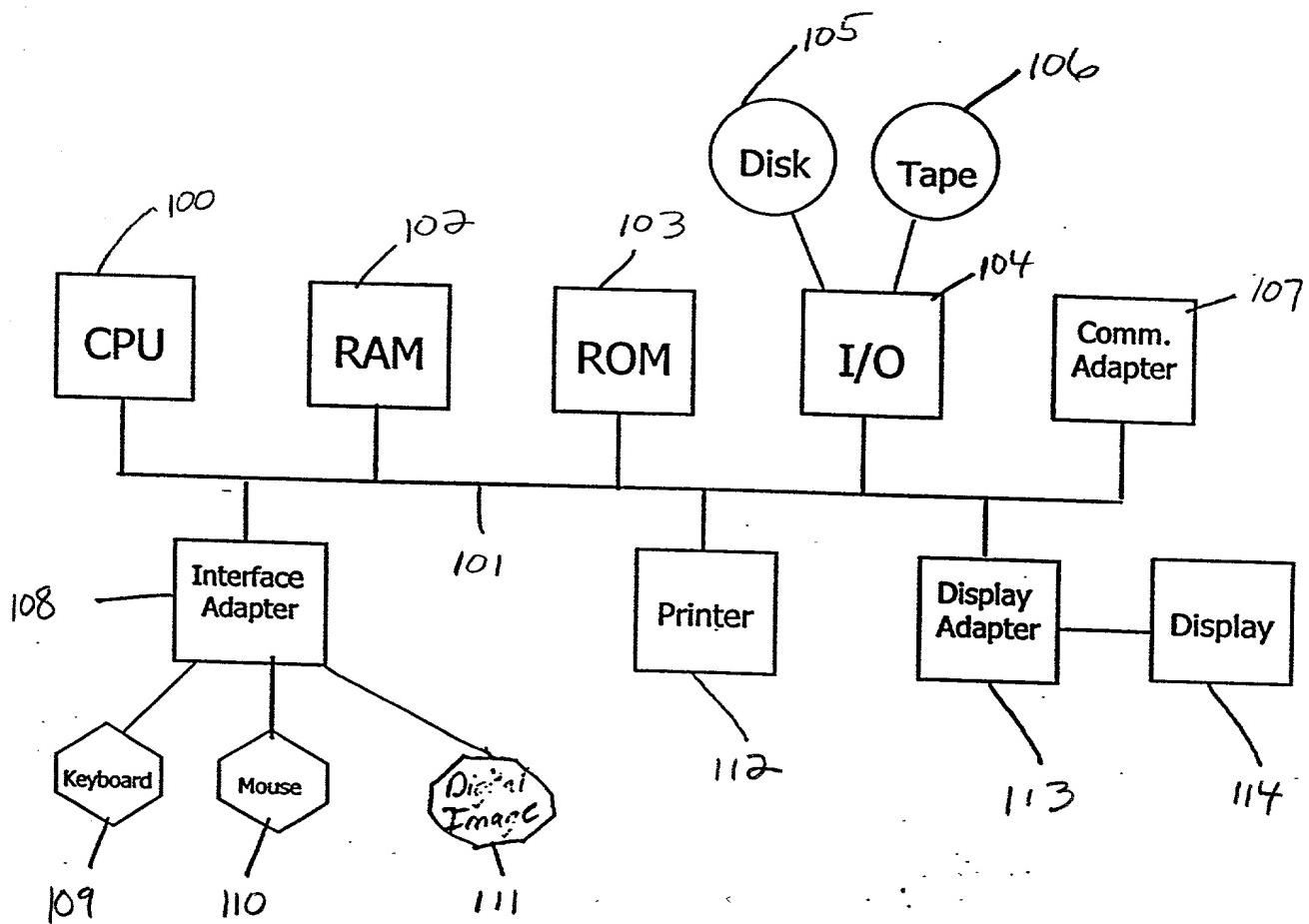


Figure 9

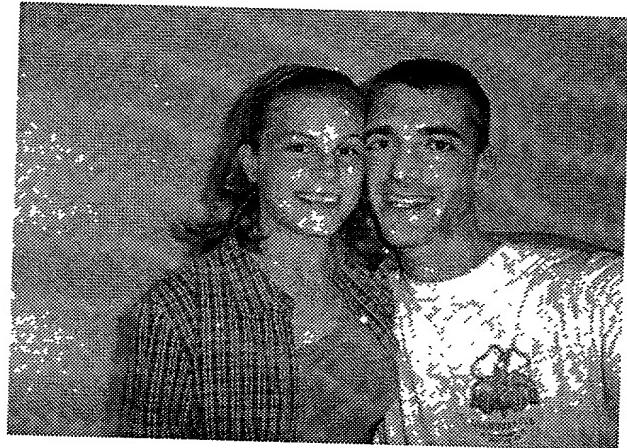


Fig. 8